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IEEE STD IEEE Standard

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Yuan Shu; Zheng Tan;

[Intelligent Control and Automation, 2004. WCICA 2004. Fifth World Congress on](#)
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[Digital Object Identifier 10.1109/WCICA.2004.1343168](#)
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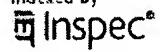
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1 Images and video: Felt-based rendering

Peter O'Donovan, David Mould

 June 2006 **Proceedings of the 4th international symposium on Non-photorealistic animation and rendering NPAR '06**
Publisher: ACM Press

Full text available: [pdf\(775.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Felt is mankind's oldest and simplest textile, composed of a pressed mass of fibers.

Images can be formed directly in the fabric by arranging the fibers to represent the image before pressure is applied. We describe a computational method for transforming input images into objects which look as if they were produced by a felting process. The synthesis method places three dimensional line segments one by one, analogous to individual fibers being placed. Individual layers of fibers are drawn accor ...

Keywords: felt, textile rendering

2 Sketches: novel methods for capturing and creating images: Fabcell: fabric element

Midori Shibusu, Akira Wakita

 July 2006 **ACM SIGGRAPH 2006 Sketches SIGGRAPH '06**
Publisher: ACM Press

Full text available: [pdf\(128.18 KB\)](#) Additional Information: [full citation](#), [references](#)

3 Emerging technologies: Fabcell: fabric element

Midori Shibusu, Akira Wakita

 July 2006 **ACM SIGGRAPH 2006 Emerging technologies SIGGRAPH '06**
Publisher: ACM Press

Full text available: [pdf\(118.19 KB\)](#) Additional Information: [full citation](#), [references](#)

4 Tangible/ambient media: Very slowly animating textiles: shimmering flower

Joanna Berzowska

 August 2004 **ACM SIGGRAPH 2004 Sketches SIGGRAPH '04**
Publisher: ACM Press

Full text available: [pdf\(172.48 KB\)](#) Additional Information: [full citation](#), [references](#)

5 System, interface: Mosaic textile: wearable ambient display with non-emissive color-changing modules

 Akira Wakita, Midori Shibutani

June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

Full text available: [pdf\(516.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Mosaic Textile is a wearable ambient display using non-emissive color-changing textiles. The system consists of textile modules, their controllers and substrate fabric. The textile module is called "Fabcell" (fabric element) and is composed of conductive yarns and liquid crystal ink. Combining fabcells, as if they are used as pixels, produces real-space ambient display. Different from emissive flexible display such as organic EL, dynamic graphics using non-emissive color-changing textiles ...

Keywords: aesthetics, ambient displays, clothing, liquid crystal ink, textiles

6 Photorealistic rendering of knitwear using the lumislice

 Ying-Qing Xu, Yanyun Chen, Stephen Lin, Hua Zhong, Enhua Wu, Baining Guo, Heung-Yeung Shum

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH '01**

Publisher: ACM Press

Full text available: [pdf\(29.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a method for efficient synthesis of photorealistic free-form knitwear. Our approach is motivated by the observation that a single cross-section of yarn can serve as the basic primitive for modeling entire articles of knitwear. This primitive, called the *lumislice*, describes radiance from a yarn cross-section based on fine-level interactions — such as occlusion, shadowing, and multiple scattering — among yarn fibers. By representing yarn as a sequence of identical ...

Keywords: image-based rendering, knitwear, parametric surfaces, photorealistic rendering, transparency blending

7 Using one's hands: Electronic/computational textiles and children's crafts

 Leah Buechley, Nwanua Elumeze, Michael Eisenberg

June 2006 **Proceeding of the 2006 conference on Interaction design and children IDC '06**

Publisher: ACM Press

Full text available: [pdf\(355.79 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An astonishing array of new technologies is currently effecting a revolution in the professional design of textile artifacts. This integration of electronics and computation into textiles likewise suggests new directions in the practice of children's crafts. In this paper, we present a classification scheme that we believe will prove useful in structuring exploration and discussion of new directions in children's textile-based crafts. Within the context of this classification scheme, we describe ...

Keywords: computational crafts, e-textiles, electronic textiles, wearable computing

8 Cloth & deformable bodies: Feel the "fabric": an audio-haptic interface

G. Huang, D. Metaxas, M. Govindaraj

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03****Publisher:** Eurographics AssociationFull text available:  [pdf\(6.08 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An objective fabric modeling system should convey not only the visual but also the haptic and audio sensory feedbacks to remote/internet users via an audio-haptic interface. In this paper we develop a fabric surface property modeling system consisting of a stylus based fabric characteristic sound modeling, and an audio-haptic interface. By using a stylus, people can perceive fabrics surface roughness, friction, and softness though not as precisely as with their bare fingers. The audio-haptic int ...

9 Predicting the drape of woven cloth using interacting particles

David E. Breen, Donald H. House, Michael J. Wozny

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques SIGGRAPH '94****Publisher:** ACM PressFull text available:  [pdf\(483.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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We demonstrate a physically-based technique for predicting the drape of a wide variety of woven fabrics. The approach exploits a theoretical model that explicitly represents the microstructure of woven cloth with interacting particles, rather than utilizing a continuum approximation. By testing a cloth sample in a Kawabata fabric testing device, we obtain data that is used to tune the model's energy functions, so that it reproduces the draping behavior of the original material. Photographs, ...

Keywords: Kawabata Evaluation System, cloth, drape, particle systems, physically-based modeling

10 Realistic materials in computer graphics: Realistic materials in computer graphics

Hendrik P. A. Lensch, Michael Goesele, Yung-Yu Chuang, Tim Hawkins, Steve Marschner, Wojciech Matusik, Gero Mueller

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05****Publisher:** ACM PressFull text available:  [pdf\(18.24 MB\)](#) Additional Information: [full citation](#), [references](#)**11 Smart Clothing Prototype for the Arctic Environment**

J. Rantanen, J. Impiö, T. Karinsalo, M. Malmivaara, A. Reho, M. Tasanen, J. Vanhala

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 1**Publisher:** Springer-VerlagFull text available:  [pdf\(270.59 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Continuous miniaturisation of electronic components has made it possible to create smaller and smaller electrical devices which can be worn and carried all the time. Together with developing fibre and textile technologies, this has enabled the creation of truly usable smart clothes that resemble clothes more than wearable computing equipment. These intelligent clothes are worn like ordinary clothing and provide help in various situations according to the application area. This paper describes th ...

12 Connectedness: PillowTalk: can we afford intimacy?

 Thecla Schiphorst, Frank Nack, Michiel KauwATjoe, Simon de Bakker, Stock, Lora Aroyo, Angel Perez Rosillo, Hielke Schut, Norm Jaffe

February 2007 **Proceedings of the 1st international conference on Tangible and embedded interaction TEI '07**

Publisher: ACM Press

Full text available:  [pdf\(395.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the *move.me* interaction prototype developed in conjunction with V2_lab in Rotterdam. *move.me* proposes a scenario for social interaction and the notion of *social intimacy*. Interaction with sensory-enhanced, soft, pliable, tactile, throw-able cushions afford new approaches to pleasure, movement and play. A *somatics* approach to *touch* and *kinaesthesia* provides an underlying design framework. The technology developed for *move.me* u ...

Keywords: Laban effort-shape, ambient environment, art/design installation, choreography of interaction, movement analysis, play, social interaction, social intimacy, somatics, tactile interface, tangible UIs, user experience

13 Industrial applications: A system for real-time fabric inspection and industrial decision

 Aura Conci, Claudia Belmiro Proen  a

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering SEKE '02**

Publisher: ACM Press

Full text available:  [pdf\(264.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This work presents an application of software engineering to fabric inspection. An inspection system has been developed for textile industries that aims automatic failure detection. Such as wood, paper and steel industries, this environment has particular characteristics in which surface defect detection is used for quality control. This system combines concept from software engineering and decision support. Detection of defects within the inspected texture is performed in a first step acquiring ...

Keywords: decision support systems, industrial application, real-time quality control

14 Database research at the IBM Almaden Research Center

 Laura M. Haas, Patricia G. Selinger

September 1991 **ACM SIGMOD Record**, Volume 20 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(644.22 KB\)](#) Additional Information: [full citation](#), [index terms](#)

15 E-textiles: The wearable motherboard: a framework for personalized mobile information processing (PMIP)

 Sungmee Park, Kenneth Mackenzie, Sundaresan Jayaraman

June 2002 **Proceedings of the 39th conference on Design automation DAC '02**

Publisher: ACM Press

Full text available:  [pdf\(425.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Textiles and computing share a synergistic relationship, which is being harnessed to create a new paradigm in personalized mobile information processing (PMIP). In this paper, we provide an overview of this "interconnection" between the two fields and present the vision for "E-Textiles," which represents the convergence of the two fields. We discuss the role of the Georgia Tech Wearable Motherboard in pioneering this paradigm of

"fabric is the computer" and serving as a framework for PMIP. Final ...

16 Reconstruction and rendering: Efficient light scattering through thin semi-transparent objects 

Jeppe Revall Frisvad, Niels Jørgen Christensen, Peter Falster
November 2005 **Proceedings of the 3rd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '05**

Publisher: ACM Press

Full text available:  pdf(342.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper concerns real-time rendering of thin semi-transparent objects. An object in this category could be a piece of cloth, eg. a curtain. Semi-transparent objects are visualized most correctly using volume rendering techniques. In general such techniques are, however, intractable for real-time applications. Surface rendering is more efficient, but also inadequate since semi-transparent objects should have a different appearance depending on whether they are front-lit or back-lit. The back-l ...

Keywords: cloth rendering, global illumination, optically thin media, real-time rendering, semi-transparent surfaces

17 Electronic Textiles: A prototype network embedded in textile fabric 

Kenneth Mackenzie, Eric Hudson, Drew Maule, Sundaresan Jayaraman, Sungmee Park
November 2001 **Proceedings of the 2001 international conference on Compilers, architecture, and synthesis for embedded systems CASES '01**

Publisher: ACM Press

Full text available:  pdf(319.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A digital network between active components or "buttons" atop an e-textile fabric must handle the inexact placement of wires in the fabric both for signal distribution and for power distribution. We approach the problem of signal distribution by making the pin logic of the buttons reconfigurable and by providing enough local state to allow an external agent to discover and to reconfigure the buttons into a working network. We describe a prototype system of a 2x2 array of FPGA-and-microcontroller ...

18 Papers: Textile displays: using textiles to investigate computational technology as design material 

Lars Hallnäs, Linda Melin, Johan Redström
October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**

Publisher: ACM Press

Full text available:  pdf(2.39 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As we face an increasingly heterogeneous collection of computational devices, there is a need to develop a general approach to *what* it is that we design as we create computational things. One such basic approach is to consider computational technology to be a *design material*. In the present paper, we describe how a traditional material --- textiles --- can be used to investigate aspects of the expressiveness and aesthetics of computational technology as design material. As an example ...

Keywords: aesthetics, computational things, design methods, textiles

19 Short papers: Personalized ambient media experience: move.me case study 

Lora Aroyo, Frank Nack, Thecla Schiphorst, Hielke Schut, Michiel KauwATjoe

January 2007 **Proceedings of the 12th international conference on Intelligent user interfaces IUI '07**

Publisher: ACM Press

Full text available: [pdf\(347.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The *move.me* prototype illustrates a scenario for social interaction in which users can manipulate audio-visual sources presented on various screens through an interaction with a sensor-enhanced pillow. The technology developed for *move.me* uses the surface of a pillow as a tactile interface. We describe the underlying concepts of *move.me* and its motivations. We present a case study of the environment as the context of evaluating aspects of our approach and conclude with plans for fu ...

Keywords: ambient environment, ambient multimedia, formatting, guides, instructions, interaction, social experience, tactile interface, user context

20 **Evaluation of an algorithm for finding a match of a distorted texture pattern in a large image database**

N. Vujovic, D. Brzakovic

January 1998 **ACM Transactions on Information Systems (TOIS)**, Volume 16 Issue 1

Publisher: ACM Press

Full text available: [pdf\(499.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Evaluation of an algorithm for finding a match for a random texture pattern in a large image database is presented. The algorithm was designed assuming that the random pattern may be subject to misregistration relative to its representation in the database and assuming that it may have missing parts. The potential applications involve authentication of legal documents, bank notes, or credit cards, where thin fibers are embedded randomly into the document medium during medium fabrication. Th ...

Keywords: image database, image matching, misregistration, presentation of information, random pattern

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